FREE! MORE SONIC STICKERS!

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Britain's OFFICIAL SEGA COMIC
£1.15 Every Fortnight

sonic the comic

SONIC & KNUCKLES

HEAD TO DREAD AGAINST ROBOTNIK!

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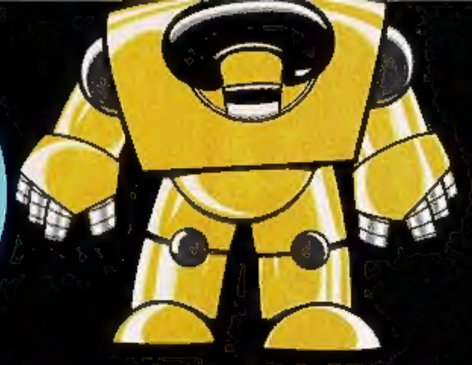
CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

Sonic and Knuckles are everywhere! The ground-breaking Sega game with special Lock-On cartridge technology (enabling Knuckles to appear in *Sonic 2* and *3*) is out now and, overleaf, a two-part **Sonic** story begins co-starring, guess who?

In two issues' time Knuckles gets the ultimate accolade - his own series! The Red Dreaded One is flying high as our newest megastar, so don't miss *STC 39!*

The giveaway goes on with set two of **Sonic The Stickers**, free this issue. There's five sets to collect plus prizes for the most original use, so let us know.

Speaking of freebies, there's 50 copies of **The Official Sonic 3 Play Guide** on offer. If you thought our Q Zone on *Sonic 3* was detailed check out this issue for info on how to win a copy.

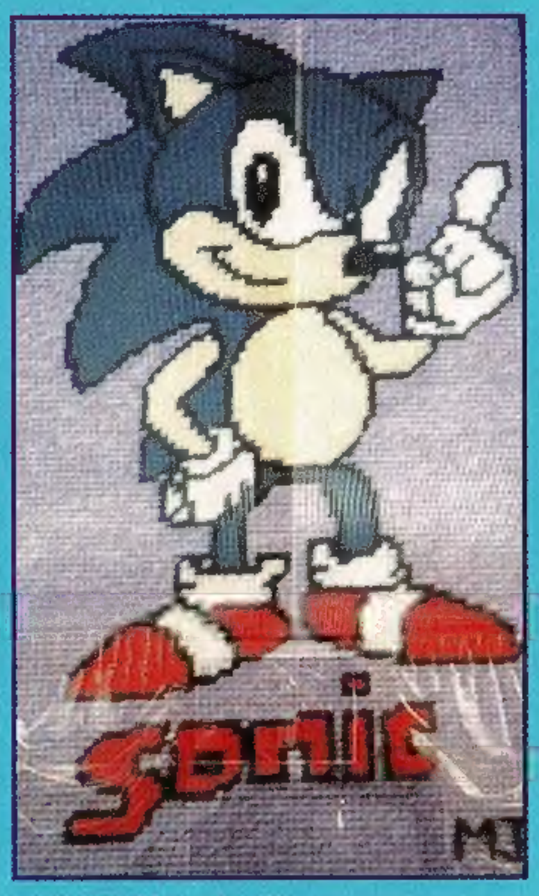
Finally, its a welcome return to **The Eternal Champions** with the new story starting this issue.

Now, go lie down and rest!

Megadroid

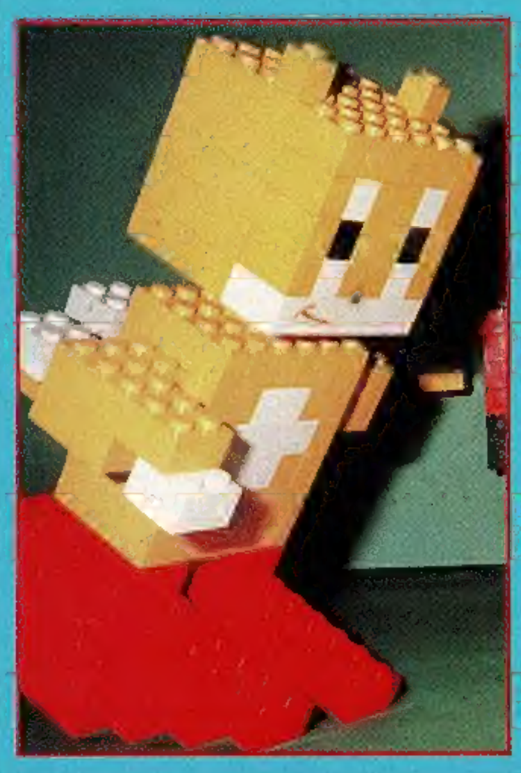
CRAFTWORK

or Here's one I made earlier ...



Anthony Chiappinelli, Banbury, Oxon. Sonic Badge Winner.

The *STC* mailbag has witnessed many a strange Sonic in its time. Not only do you Boomers focus your eyes on the Cool Blue One, but you're also hot with your hands. Here's a taste of things to come in this issue - for more pics of almost-inanimate-like Sonics, Tails and Robotniks, turn to another faberoonie Photo Zone.



Michelle Loving, Stockton-on-Tees, Cleveland. Sonic Badge Winner.

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up · down · non mover · RE re-entry · new new entry

ELSPA CHARTS COMPILED BY GALLUP

MEGA DRIVE

1	new	SUPER STREETFIGHTER 2
2	▼	FIFA INTERNATIONAL SOCCER
3	RE	JUNGLE BOOK
4	▲	SONIC SPINBALL
5	▼	PGA EUROPEAN TOUR GOLF
6	RE	SONIC THE HEDGEHOG
7	▼	PETE SAMPRAS TENNIS
8	▼	SONIC THE HEDGEHOG 3
9	▼	SONIC THE HEDGEHOG 2
10	RE	MORTAL KOMBAT

MEGA-CD

1	—	FIFA INTERNATIONAL SOCCER
2	new	BATTLECORPS
3	▼	TOMCAT ALLEY
4	▼	ECCO
5	▲	SONIC CD
6	RE	JURASSIC PARK
7	RE	PRINCE OF PERSIA
8	▼	SILPHEED
9	▲	GROUND ZERO TEXAS
10	▼	THUNDERHAWK

MASTER SYSTEM

1	▲	SONIC CHAOS
2	▼	SONIC THE HEDGEHOG 2
3	—	ROBOCOP V TERMINATOR
4	▼	JUNGLE BOOK
5	new	DESERT SPEED TRAP
6	▼	COOL SPOT
7	▼	MICKEY MOUSE
8	▼	SONIC THE HEDGEHOG
9	▼	MICRO MACHINES
10	—	F1

GAME GEAR

1	▲	SONIC THE HEDGEHOG 2
2	▼	SONIC CHAOS
3	—	SONIC THE HEDGEHOG
4	—	MICKEY MOUSE
5	▲	JUNGLE BOOK
6	RE	STREETS OF RAGE
7	▲	BRAM STOKER'S DRACULA
8	RE	PGA TOUR GOLF
9	—	STAR WARS
10	▼	MICRO MACHINES

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- **Publisher:** Rob McMenemy

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OKAY TAILS, WE'RE NEARLY DONE. TAKE THE PLANE AND GO. **MOVE IT!**

S... SURE, SONIC!

PORKER, HOW'S IT GOING?

NOT TOO GOOD! I'M HAVING **REAL** TROUBLE COPYING THE KINTOBOR PROGRAM BACK ONTO THE MOBIUS RING HE CAME FROM! *

KEEP TRYING... IT'S THE ONLY WAY YOU CAN TAKE ME WITH YOU!

* SEE **SONIC'S WORLD**, STC 26 - MEGADROID.

JOHNNY!

NO DOUBT ABOUT IT NOW, SONIC...

SONIC THE HEDGEHOG

Robotnik's Revenge

PART 1

Script: Nigel Kitching
Art: Richard Elson
Lettering: Ellie de'Ville

...ROBOTNIK HAS FOUND OUT WHERE OUR SECRET UNDERGROUND BASE IS *!

AND HE'S COMIN' THIS WAY!

* ROBOTNIK CAME BY THIS INFORMATION WHEN KNUCKLES RESCUED HIM IN STC 34 - MEGADROID.

MEANWHILE, HIGH ABOVE PLANET MOBIUS ON THE MYSTERIOUS **FLOATING ISLAND**, KNUCKLES IS RIDDING HIS WORLD OF ALL SIGNS OF THE EVIL DICTATOR.

STOP! NO ONE MAY ENTER DOCTOR ROBOTNIK'S **LAUNCH BASE!**

HAVEN'T YOU HEARD? I ALREADY THREW ROBOTNIK OUT! *

BDAM!

SEE STC 36- MEGADROID.

HE HAD ME **FOOLED** FOR A WHILE AND I NEARLY HELPED HIM TO DESTROY SONIC. NOW I'M GOING TO WIPE EVERY **TRACE** OF HIM FROM MY WORLD!

STARTING WITH THAT...

...HIS DEATH EGG!

RUMBLE!!!

I THINK ROBOTNIK'S ARRIVED...

WELL, IT AIN'T THE TOOTH FAIRY! LET'S GO, LEWIS... TIME'S RUNNING OUT!

IT'S NOT MY FAULT, SONIC, THE KINTOBOR PROGRAM IS MASSIVE. IT TAKES TIME TO TRANSFER ALL THE DATA...

YEP, STATE OF THE ART, THAT'S ME!

TAILS AND AMY HAVE ALREADY LEFT. THEY'RE WAITING FOR US AT THE RENDEZVOUS POINT... IT'S JUST YOU AND ME, BUDDY!

SHKK

OKAY WITH ME, SONIC.

THE NOISE IS COMING FROM THIS DIRECTION, WE'VE GOT TO BUY PORKER THE TIME HE NEEDS!

KRACH!

IT HAS TO BE SOMEWHERE AROUND HERE THAT ROBOTNIK IS TRYING TO GET IN!

LET'S RUMBLE!

KR-BOOM!

SORT OF HERE, LIGHTFOOT?

IT'S ALL OVER, YOU LITTLE CREEPS! THE DOCTOR IS IN!

YOU FIRST, RABBIT!

AGGHH!

HOLD ON, JOHNNY!

ZNAM!

WHEW... THANKS, SONIC!

NO PROBLEMO, BUD.

I REALLY SHOULD BE SUPERVISING THE REPAIR OF MY **DEATH EGG**, BUT I JUST COULDN'T RESIST LEADING THIS ATTACK ON YOUR HIDE-OUT **PERSONALLY!**

I WOULD HATE TO MISS YOUR **FINAL** MOMENTS!

ONCE I FINISH HERE I'LL BE BACK ON THE FLOATING ISLAND BEFORE THAT IDIOT **KNUCKLES** REALISES THAT THE LAUNCH BASE IS STILL OPERATIONAL!

NO! IF YOU GET THE DEATH EGG WORKING YOU'LL BE UNSTOPPABLE!

WHOOSH

PRECISELY, YOU SPIKY RODENT!

THWACK!

SONIC, YOU CAN'T BEAT ROBOTNIK IN THAT THING... HE'S **TOO STRONG** FOR YOU!

LIGHTFOOT, I'M GOING TO PRETEND I NEVER HEARD YOU SAY THAT!

SKRAKK!

HAH! YOU'RE LOSING IT, SONIC... MISSED BY A MILE!

SKOOW!

SHRAK!

WHAT ARE YOU UP TO, SPIKE-BALL?

RRUMMBLE!

JUST ARRANGING A LITTLE CAVE-IN, ROBOTNIK! EAT BOULDERS, YOU MANIAC!

LET'S HOPE WE GAVE LEWIS LONG ENOUGH TO GET THE COMPUTER PROGRAM SORTED OUT.

PORKER?

I'VE DONE IT, SONIC, I'VE GOT THE KINTOBOR PROGRAM ON THE MOBIUS RING.

BUT IT'S TOO LATE! ROBOTNIK HAS SEALED OFF OUR EXITS... WE'RE TRAPPED!

PAH, THAT BLUE PIN-CUSHION IS REALLY STARTING TO BUG ME! JUST TIME TO CHECK WITH THE LAUNCH BASE ON THE FLOATING ISLAND.

GRIMER, REPORT! HAS KNUCKLES TRIED ANYTHING?

YES DOCTOR, HE ATTEMPTED TO ATTACK US IN THE LAUNCH BASE!

WHAT?

DON'T WORRY, SIR, HE WAS SURPRISED BY A BADNIK PATROL... HE'S DEAD.

IT WAS RATHER MESSY, AS A MATTER OF FACT...

DEAD, EH? THAT REMINDS ME I HAVE A CERTAIN BLUE HEDGEHOG TO TAKE CARE OF!

THIS WON'T TAKE LONG... I SHOULD BE BACK AT THE LAUNCH BASE WITHIN THE HOUR.

WAS TH...THAT ALL RIGHT?

YES, GRIMER, THAT WAS ALL RIGHT...

NEXT: THE RETURN OF KNUCKLES.

REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems. Reviewers this issue: Jenny Fromer & Vincent Low.

MD Mega Drive | MCD Mega CD | MS Master System | GG Game Gear

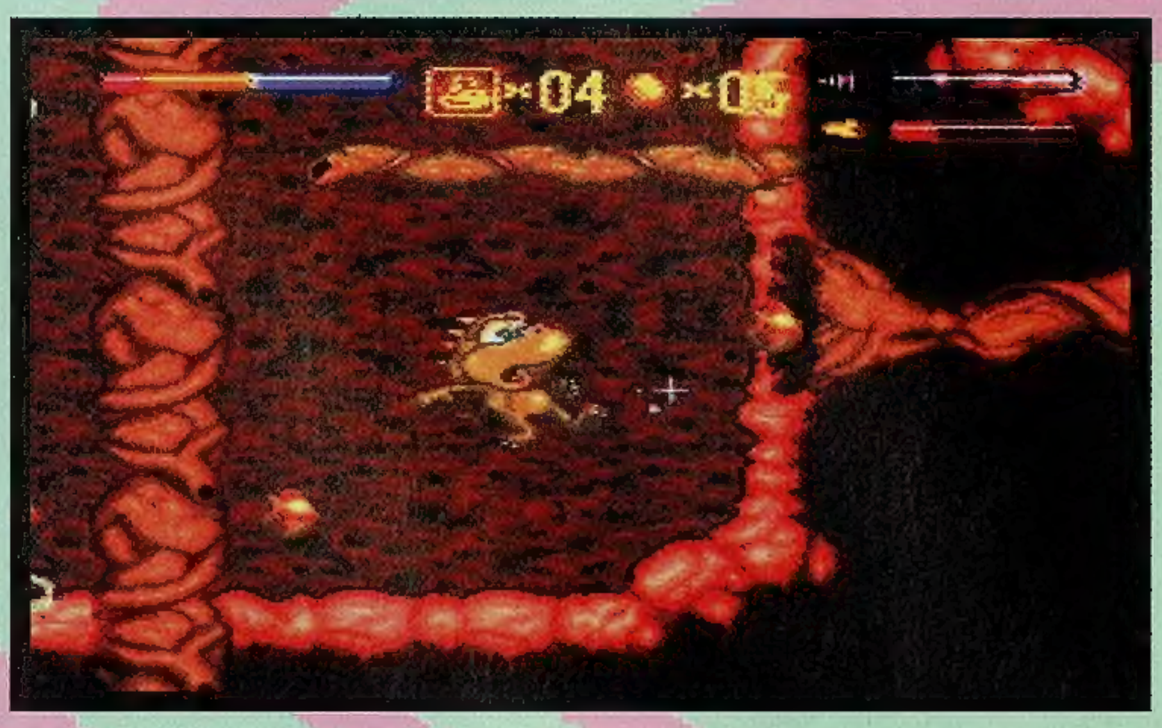
STC Rating System

under 40% = Yawnsville
40 - 70% = Normalsville
70 - 80% = Fun City
80 - 90% = Big Time City
over 90% = Mega City

RADICAL REX

MD

game type: PLATFORM
1-2 PLAYERS

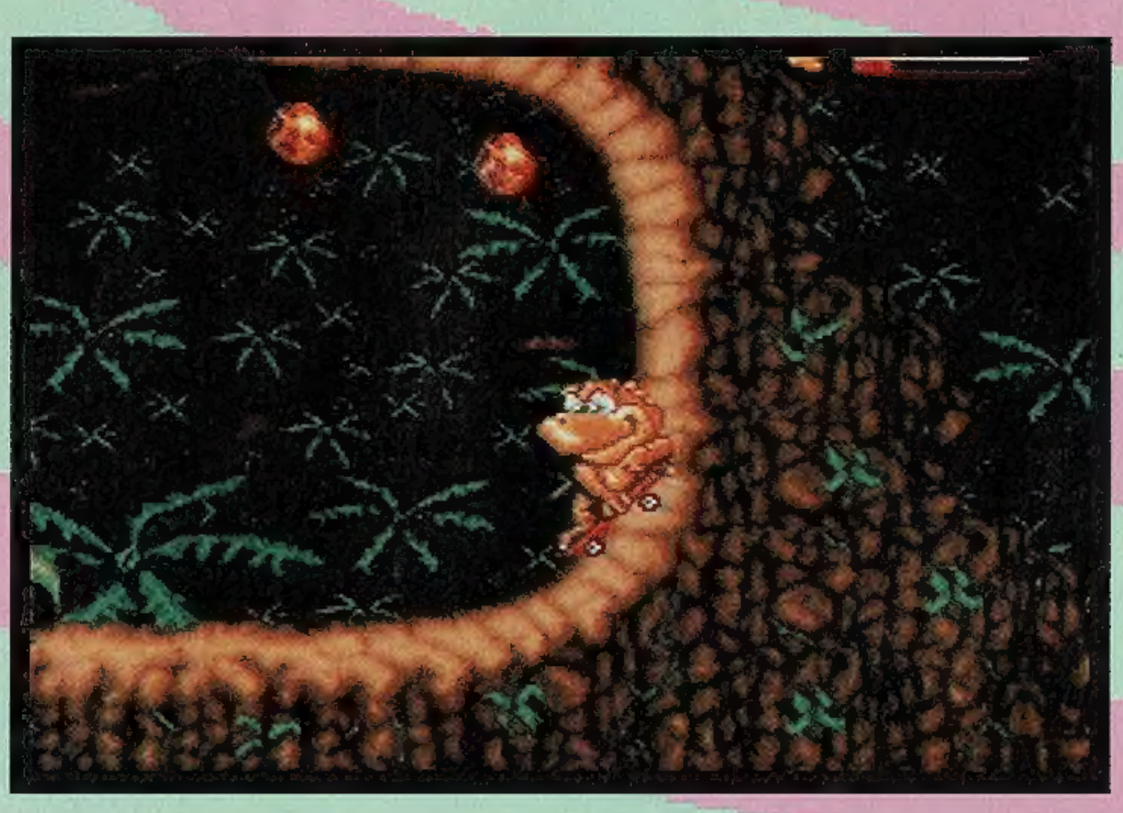


The story behind **Radical Rex**: Skriitch, a prehistoric mammal with some handy magical powers, wants to destroy the dino population leaving the mammals to reign supreme. His plan is to hypnotise the dinosaurs so that they will attack their own kind. Only the mega-cool **Radical Rex** is able to resist. So, it's up to Rex to save the dino kingdom, and in particular, his dino-darling Rexanne! While evolution might suggest this is a losing battle, Rex is set to give it a try.

Radical Rex takes you through five worlds to reach Rexanne, but as she is quickly recaptured, you must then travel back through the same five worlds in reverse - but with a few new surprises awaiting. This is a cute twist on a format that needs added spice for a game to stand out. Unfortunately, it is the only difference. The levels progress pretty much as you would expect, with no puzzles or mazes to heat the action up.

It's a pity because the skateboardin' hipster Rex would make a fine hero if only the gameplay matched the standard of say, *Sonic*. He moves a bit sluggishly, but then, dinosaurs probably do. He has a tasty jump-kick and can breathe fire at will.

Given that **Radical Rex** is only an 8-bit game, the graphics are nicely drawn - especially Rex - with good attention to detail. The controls are easy to handle, and on the difficult setting, the game will certainly prove challenging. However, the route through the levels is far too straightforward and there seems to be scant reward for taking a detour. Another gripe is that the bosses are particularly hard compared to the levels - you'll find yourself using all the "continues" just to defeat one.



While it does little to improve upon a fairly tired format, **Radical Rex** is fun to play and is satisfyingly difficult to complete. All in all, the effort to help Rex restore prehistoric partying is not a bad way to pass the time. - JF

FAST FAX

PUBLISHER: ACTIVISION
PRICE: £39.99

GRAPHICS 76
SOUND 78
PLAYABILITY 82

RAVES: Rex is a pretty cool hero.
GRAVES: Nothing new.

OVERALL 78%

YUMEMI MYSTERY MANSION

game type: ADVENTURE
1 PLAYER

MCD

Yumemi Mystery Mansion is the latest hot and spooky title for the Mega CD. In the game you and your sister find yourselves wandering around a creepy forest whereupon you discover a house. 'Sis' promptly turns into a butterfly, flies into the house and your aim is to go inside to rescue her.

The view is from the first person perspective and the disc access is almost instantaneous! You can walk around the house, explore the rooms, lift items to reveal keys and much more. If you get stuck there's a mirror that gives visual clues in the form of rooms to go to; this tends to be one of the biggest problems with the game as it can be a little *too* easy to use the mirror whenever you're in difficulty!

There are plenty of great visual effects like running out of a room, leaning over a balcony or actually falling over a balcony and landing in the reception hall below!

The sound is atmospheric and creepy giving the place an added chill. The graphics can't be faulted and were created with a 3-D modelling package, which is so realistic it feels like you're inside a real house! **Yumemi Mystery Mansion** is a real puzzler's game! - VL

FAST FAX

PUBLISHER: SEGA
PRICE: £44.99

GRAPHICS: 80

SOUND: 80

PLAYABILITY: 80

RAVES: Very atmospheric.

GRAVES: Too easy to finish!

OVERALL: 75%

IF YOU CAN DO THIS YOU CAN PLAY THIS

We take no substitutes ... only the best are good enough to match the might of the Gorgons on foreign turf ... their turf. Donning the shirt of a Hurricanes superstar, use your footballing skills to find a safe route through tantalizing traps, mind-bending puzzles and stamina-draining obstacles. Are you good enough to make it to the steps of the Gorgon stadium? ... ONLY YOU WILL KNOW!

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SUPER NINTENDO ENTERTAINMENT SYSTEM

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STARTS TODAY

THE ETERNAL CHAMPIONS

LARSON'S REVENGE PART 1

"IT WAS ONE OF THOSE STICKY CHICAGO AFTERNOONS WHEN A GUY COULD MELT IF HE STAYS INDOORS

"AND HERE I WAS. HOLED UP IN A FLEA-BITTEN APARTMENT. SCARED TO SHOW MY FACE IN THE DAYLIGHT. MY HEAD ACHES. I'M NURSING BRUISES AND I'M SLOWLY GOING CRAZY STARING AT FOUR BLANK WALLS.

"AND THAT'S STILL BETTER THAN A GUY LIKE ME'S SUPPOSED TO FEEL.

"A GUY WHO'S ALREADY DIED ONCE.

"IT WAS SPRING 1925. MR TAGLIANI HAD A JOB FOR ME, AND THE TOUGHEST CRIME BOSS IN TOWN NEVER ASKS TWICE. THAT WAS OK, AS LONG AS HE NEVER ASKED ME TO KILL.

PRIVATE

"IN THE END, I GUESS MR TAGLIANI DIDN'T LIKE EMPLOYEES WHO WOULDN'T DO EVERYTHING HE WANTED.

"I HAD TO DELIVER A PACKAGE TO THE HOSPITAL. JUST SOME **CANDY**, MR TAGLIANI SAID.

"I NEVER KNEW CANDY TICKED BEFORE

BADDOOM!

"THAT SHOULD HAVE BEEN THE LAST THING I EVER HEARD. INSTEAD I GOT SPIRITED AWAY TO A GLASS PALACE STRAIGHT OUT OF SOME SCI-FI PULP STORY

"BROUGHT BACK TO LIFE TO FIGHT FOR THE FUTURE WITH A BUNCH OF GOONS THEY CALLED THE **ETERNAL CHAMPIONS.**

"AND BELIEVE ME, IT WAS ONE HELL OF A FIGHT. *

* SEE ETERNAL CHAMPIONS SPECIAL OR STG Nos 19-24.

"ANYHOW. WE SAVED THE FUTURE. WE SAVED THE WORLD. AND WE GOT SENT BACK HOME TO OUR OWN ERAS TO AWAIT THE NEXT TIME WE'RE NEEDED.

"SO I'M HERE IN CHICAGO, WHERE TAGLIANI'S THE CITY'S CRIME BOSS. IF HE KNEW I'M BACK HE'D WANT ME DEAD.

"THAT'S WHY I'M LAID LOW. ME, **LARCEN TYLER,** STEAMING IN A LOW-RENT HOT-HOUSE SO NO-ONE KNOWS I'M HERE "

HUH?

HEY! WHO'S THERE? WHO IS IT?

WHAT IN HELL...?

TWO HUNDRED DOLLARS AND A LETTER. BUT FROM WHO?

"THE LETTER TOLD NO TALES. TYPE-WRITTEN, SO I COULDN'T TRACE THE HANDWRITING. NO SIGNATURE. NO RETURN ADDRESS. AND USED GREENBACKS, SO I COULDN'T CHECK THE SERIAL NUMBERS. EVEN IF I HAD A PASS KEY TO THE BANK OF AMERICA.

"NOT THAT I NEEDED A KEY. I'M THE BEST CAT BURGLAR IN ALL CHICAGO.

"GUESS MY MYSTERY POSTMAN KNEW THAT. THE LETTER HAD DETAILS OF A JOB FOR ME. A LITTLE RECOVERY WORK.

"I'M TO STEAL SOME INCRIMINATING PAPERWORK FROM A NEW CRIME MASTERMIND CALLED **THE WHITE ORCHID**. I FIGURE IT'S THE ONLY LEAD I HAVE."

BIG GUY CAME DOWN HERE. CAREFUL.

HEY, WHO NEEDS CAREFUL? THERE'S ONE OF HIM. **TWO** OF US

CAN'T BEAT PREYING MANTIS KUNG FU WITH ARITHMETIC.

OOF!

HOLD IT, WISE GUY. FANCY FIGHTIN' CAN'T MATCH HOT LEAD!

IT'S HISTORY, BUD. BELIEVE ME. I'VE SEEN THE FUTURE...

AND IT HURTS!

ARRGH!

"EVEN IN THE MUGGY NIGHT, I DIDN'T DRAW SWEAT.

"WHITE ORCHID MIGHT BE SOMEONE NEW IN THE CRIME GAME, BUT HE'S STILL HIRING THE SAME OLD HOODS."

RED WATCH TO WHITE LEADER. INTRUDER ALERT IN SECTOR EIGHTEEN.

"IN THE FUTURE I FOUGHT ROBOTS AND CYBORGS AND CAVEMEN AND VAMPIRES.

"FEELS GOOD TO BATTLE AGAIN WITH DEAD-LOCKS AND DRAINPIPES.

"I'M INSIDE WHITE ORCHID'S LAIR IN A MINUTE, AND NO ONE'S RAISED THE ALARM. NO ONE KNOWS I'M HERE."

DROP YOUR WEAPONS AND RAISE YOUR HANDS.

WHA-? HOW. .?

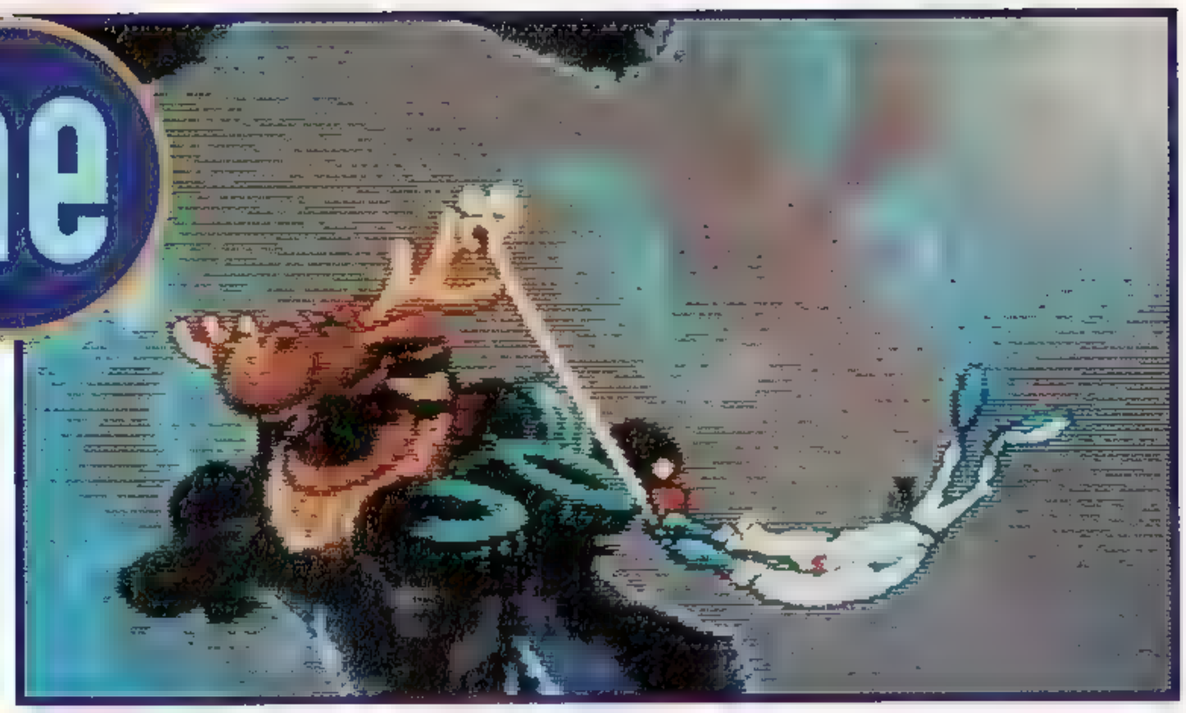
STAND AWAY FROM THE WINDOW, TYLER.

WHA...? WHITE ORCHID...? NO, WAIT...

...YOU'RE SHADOW YAMOTO!

NEXT ISSUE: THE LADY AT THE LAKE.

NEWS Zone

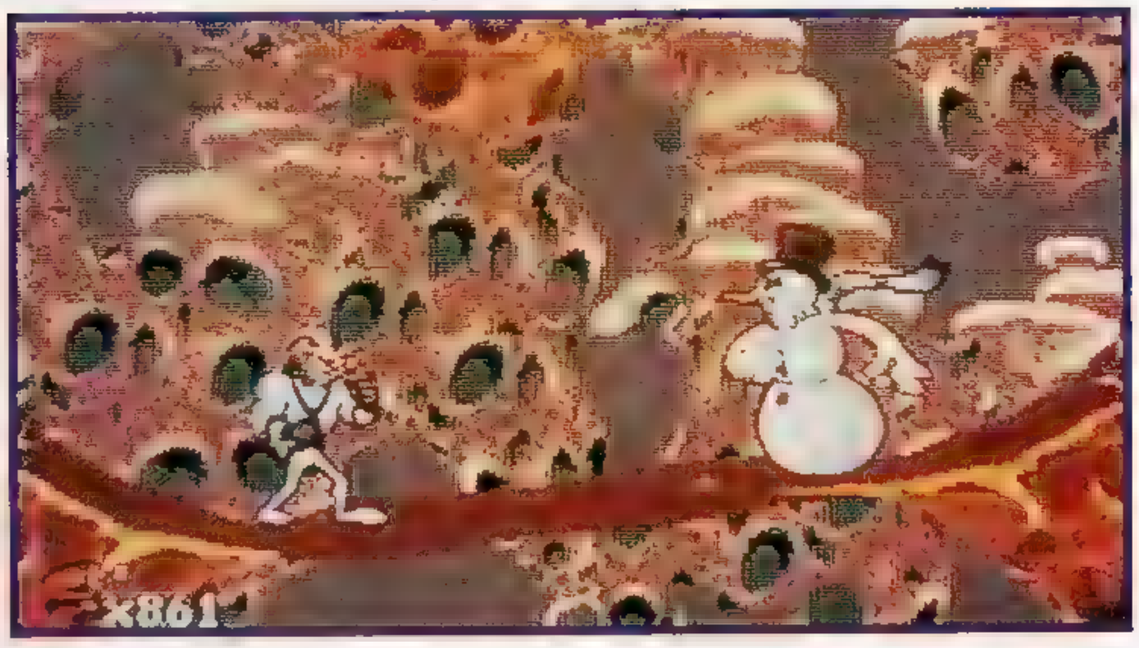


Earthworm Jim using his head as only a worm can!

JIM CHALLENGES ARNIE

EARTHWORM JIM - THE TOUGHEST WORM EVER!

Earthworm Jim and the intergalactic menace of The Snowman!



Jim was just an ordinary worm until he discovered The Suit and became Earthworm Jim! Now able to run, jump, shoot a gun and pump iron better than Schwarzenegger himself, Jim is out to vanquish all the evil in the universe (even Arnie hasn't tried that!).

Earthworm Jim is the new platform action game from the same team who brought *Cool Spot* and *Aladdin* to the Mega Drive. Based in a madcap world of superb graphics and smooth animation, **Earthworm Jim** looks to be a hot contender in the Christmas Game stakes.

To give just a sample of the game: You have to help Jim ride a giant hamster, bungee-jump into a pool of snot and guide the adorable Peter Puppy to safety (but don't make him angry, he can be a real monster). And that's just for starters.

The team behind **Earthworm Jim**, Shiny Entertainment, is lead by ace programmer Dave Perry who, with a little help from the Disney animators, was responsible for the amazing graphics in *Aladdin* for the Mega Drive.

Dave Perry of Shiny Entertainment, a few of his previous hits and Earthworm Jim.

Earthworm Jim appears next month from Virgin as a 24-bit Mega Drive cart.

VIRGIN GETS ACTIVE

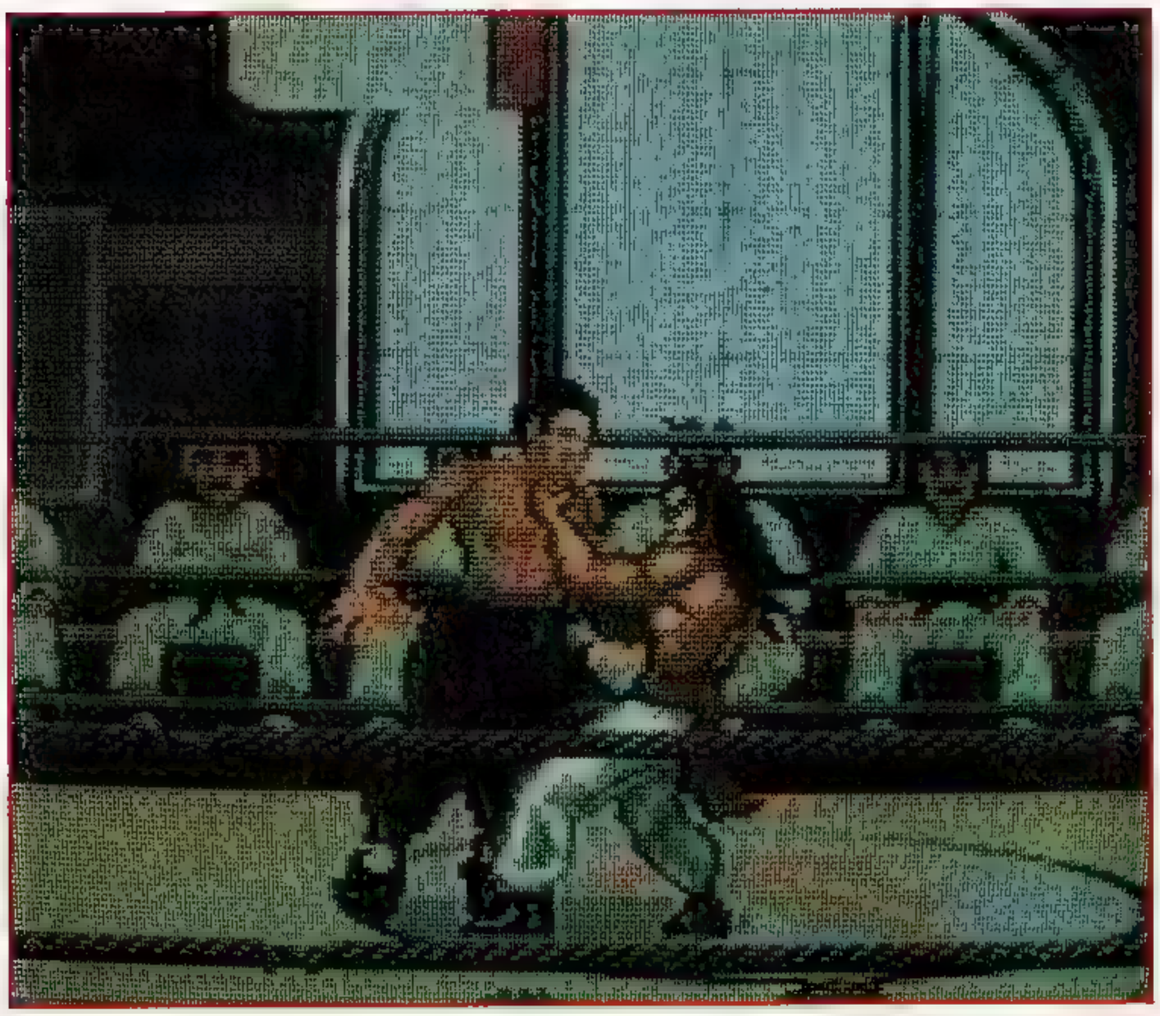
FOUR BIG RELEASES THIS MONTH

Virgin Interactive is becoming extremely active this month with four new Sega releases:

JIMMY WHITE'S WHIRLWIND SNOOKER (MD)
The award-winning snooker simulation comes to the Mega Drive complete with silky-smooth animation and great 3D graphics. Form an orderly cue for this game (doh!).

DINO DINNI'S SOCCER (MD)
He shoots, he scores! The man behind the classic *Kick Off!* game brings new football action to the Mega Drive. All the features you'd expect from a top-class soccer sim plus around 100 international teams, leagues, tournaments and cups to play through.

DRAGON (MD)
Dragon is the game based on the film based on the life of martial arts superstar Bruce Lee. *STC* reviewed it last issue and gave it a whopping 90%. What more needs to be said?



ANOTHER WORLD I & II: THE SECOND BEGINNING (MCD)

A double treat: the original, award-winning **Another World** sf adventure game plus an all-new sequel packed onto one Mega CD disc. The unique style of cinematic action of the original has been enhanced with new digitised sound effects and live actors' voices.

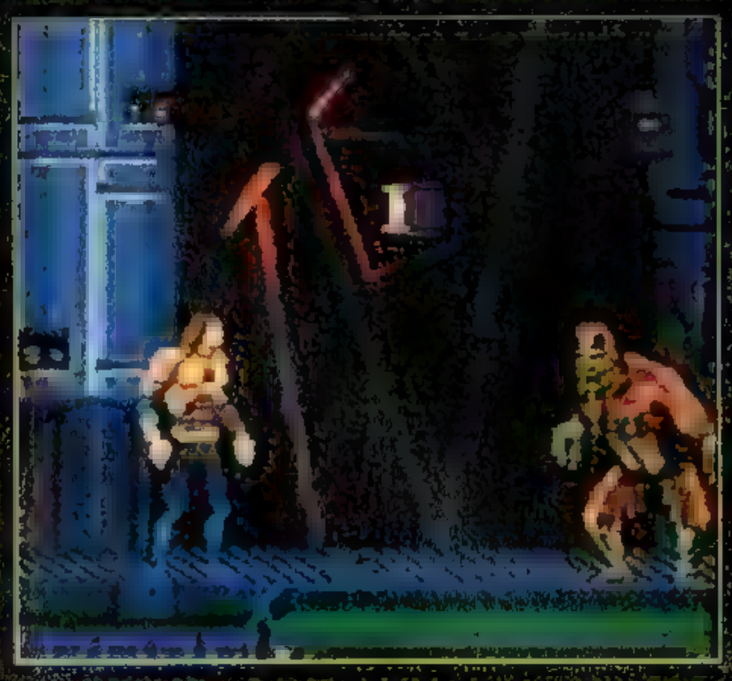
Release dates were correct as of going to press, but check with your local shop before rushing out to buy these games.

SHORT BURSTS

Newshound: *Garry Penn.*

WEIRD HAPPENINGS

Feeling clever and adventurous? Then Time Warner Interactive's strategy-adventure **Generations Lost** should be right up your street.



The story concerns a fictitious land in the grip of strange happenings which incorporate weird electrical currents, massive floods, hordes of disfigured creatures and people floating due to gravitational changes! It's up to you (as Monobe, the 'chosen one') to find out why all this is happening, and to save the day before the land is destroyed.

There are six different zones to explore and dozens of enemies to meet and defeat. The idea is to collect objects on your travels and use 'special powers' to unravel the mystery of what promises to be an atmospheric adventure with a difference.

A pity we won't know just how different **Generations Lost** is until it's released on the Mega Drive next month.

WHAT ABOUT THE GAME GEAR?

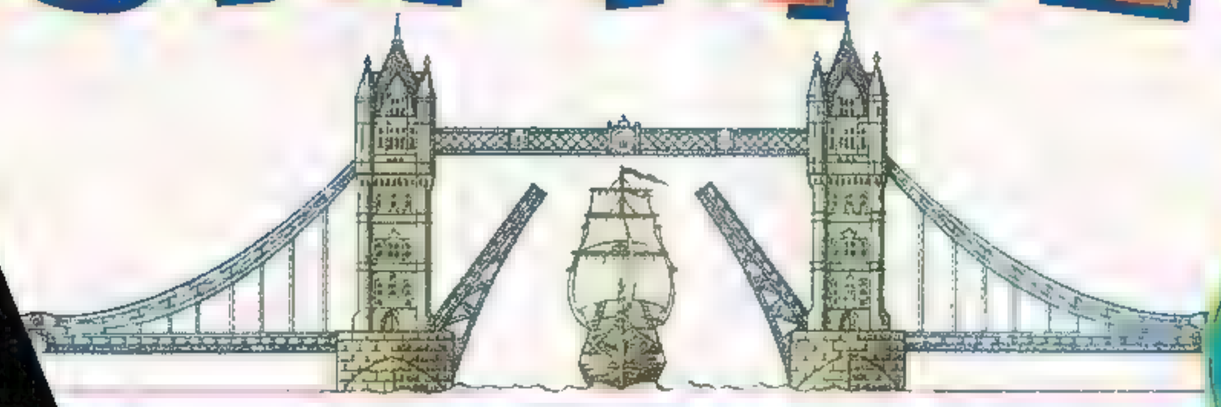
We hear you, Game Gear owners. Fear not, Sega's popular portable is not forgotten.

Coming up next month are GG conversions of Mega Drive hits **Road Rash II** and **PGA Tour Golf II** priced at £29.99 each.

In the racing simulation **Road Rash II**, the accent is firmly on winning cash at any cost. Not only do you get to race 15 different power-bikes at high speed through all five of the original Mega Drive courses, but you also get to give the opposition a good thumping, so to speak. The inclusion of a two-player link option should make the competition all the more intense.

If you haven't heard of the original **PGA Tour Golf II**, shame on you. It's the best golfing simulation available for the Mega Drive. Now, of course (pardon the pun), it's on the Game Gear. The **PGA Tour Golf II** cartridge is a whacking great four megabits (that's twice the size of most Game Gear cartridges) and features 3D scenery, players and ball behaviour, even more detailed than before. Three simulated professional golfers are included so you can play a round with them - or against them in a competition for big bucks (pity it's only a simulation, really).

The BRIDGE of SURPRISES!



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NEW COMIC FROM THE PLANET ZOG...

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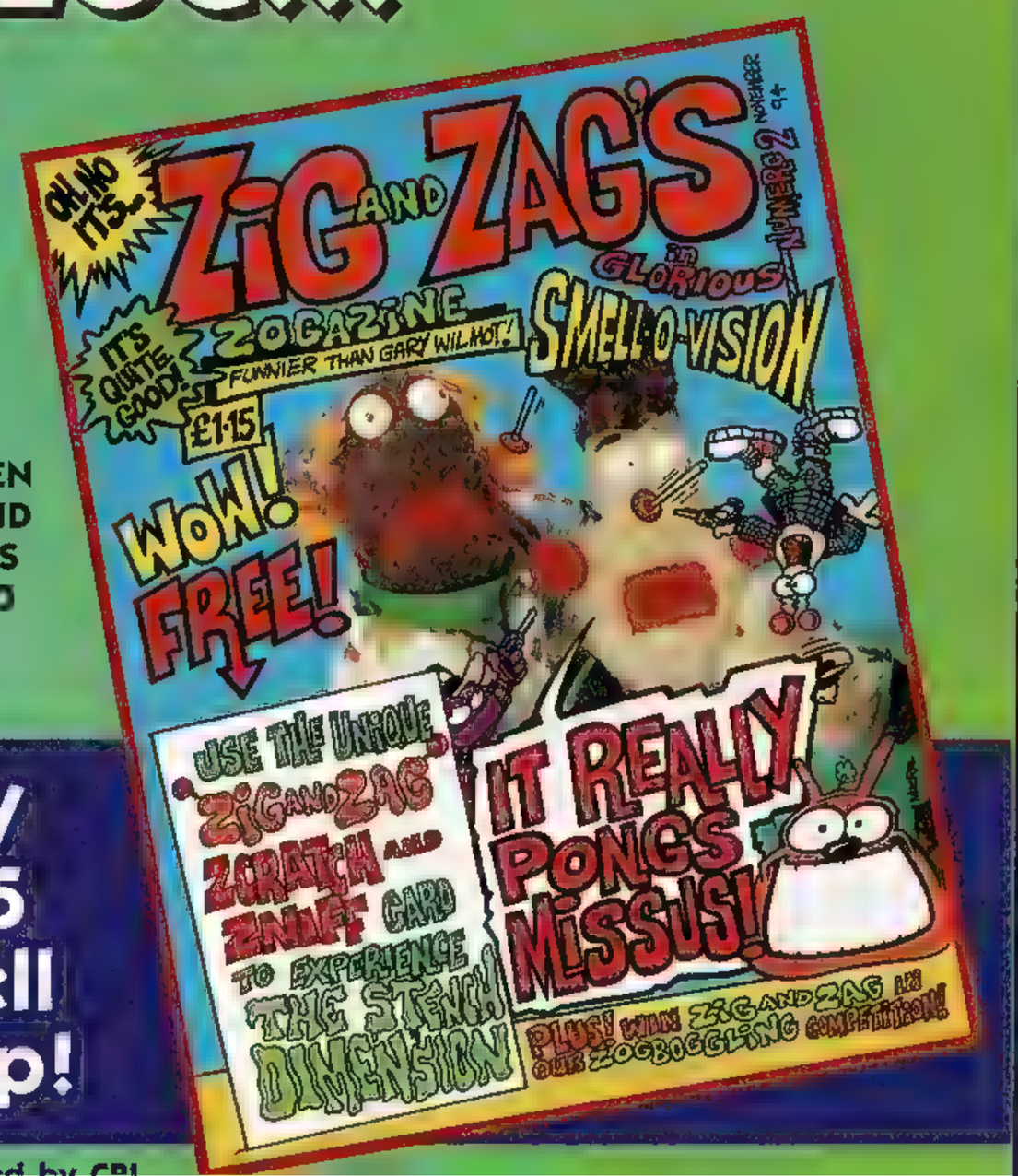
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Tails

Zonerunner & The Flock

Part 3

Script: Mark Eyles
Art: Roberto Corona
Lettering: Elitta Fell

TAILS IS IN THE CHEMICAL PLANT ZONE WITH THE FLOCK - A GROUP OF FREEDOM FIGHTERS.

ARE YOU SURE YOU WANT ME TO COME WITH YOU, SAB?

DOES ROBOTNIK LIKE EGGS? YOU'RE THE ZONERUNNER* WHO DISCOVERED HIS PLOT TO FLOOD THE ZONES WITH MEGAMACK TOXIC WASTE.

*ZONERUNNER: A PERSON WHO TRAVELS THE ZONES FIGHTING ROBOTNIK.

WE'LL NEED YOUR HELP TO STOP HIM DISMANTLING THE BARRIER THAT KEEPS IT IN.

OH GOLLY... I WISH SONIC WAS DOING THIS.

WE'VE GOT TO GET THROUGH HERE. THIS IS HOW TO USE YOUR MICROPUTER TO OPEN SECURITY DOORS.

GAK! YOU'RE CHOKING ME!

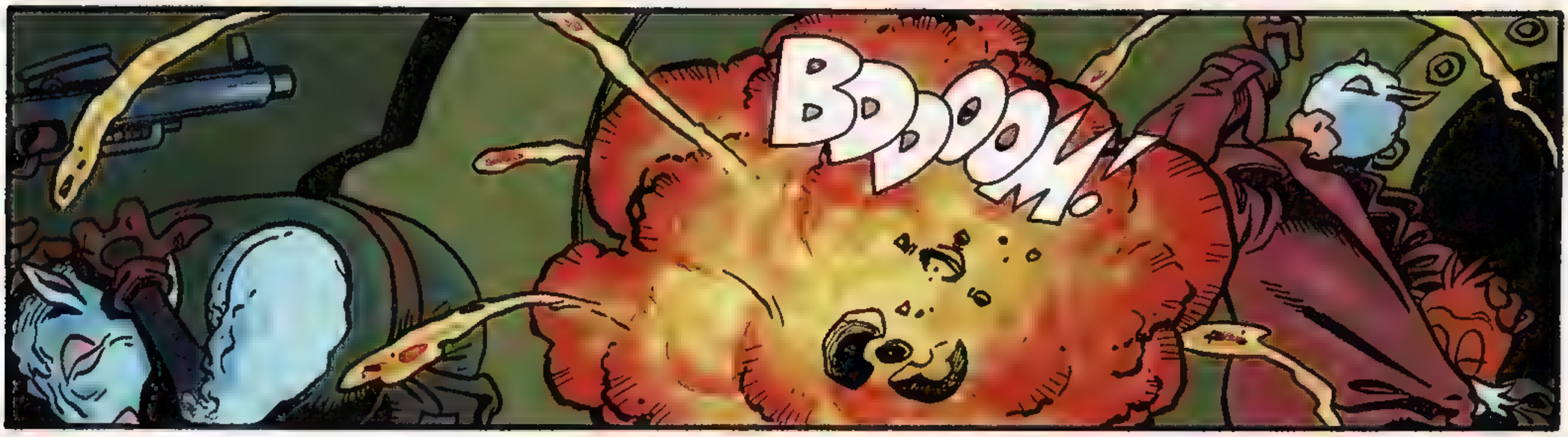
ALL YOU NEED TO DO IS TELL IT WHAT TO DO. MICROPUTER: UNLOCK AND OPEN DOOR.

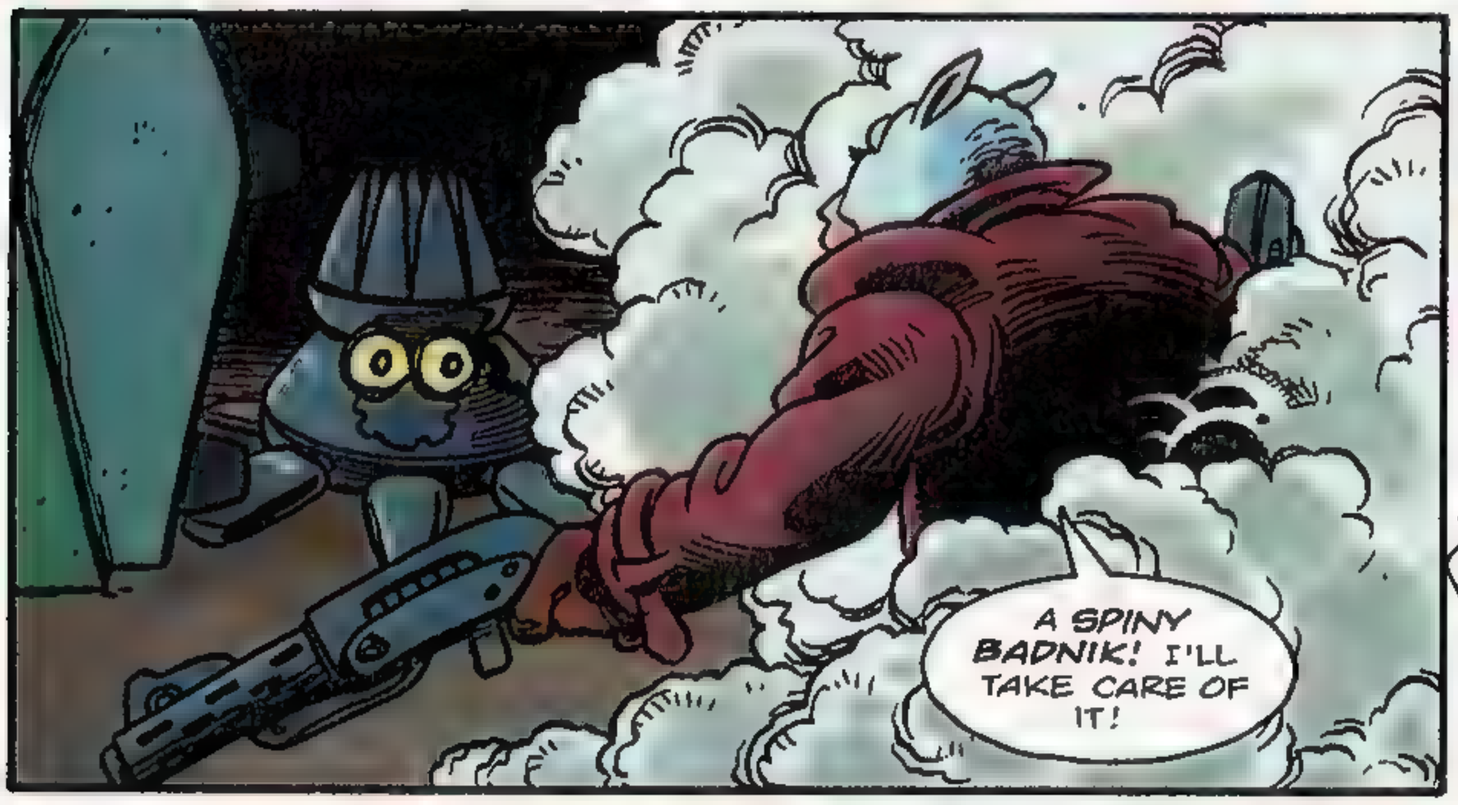
DECODING LOCK - DOOR UNLOCKED.

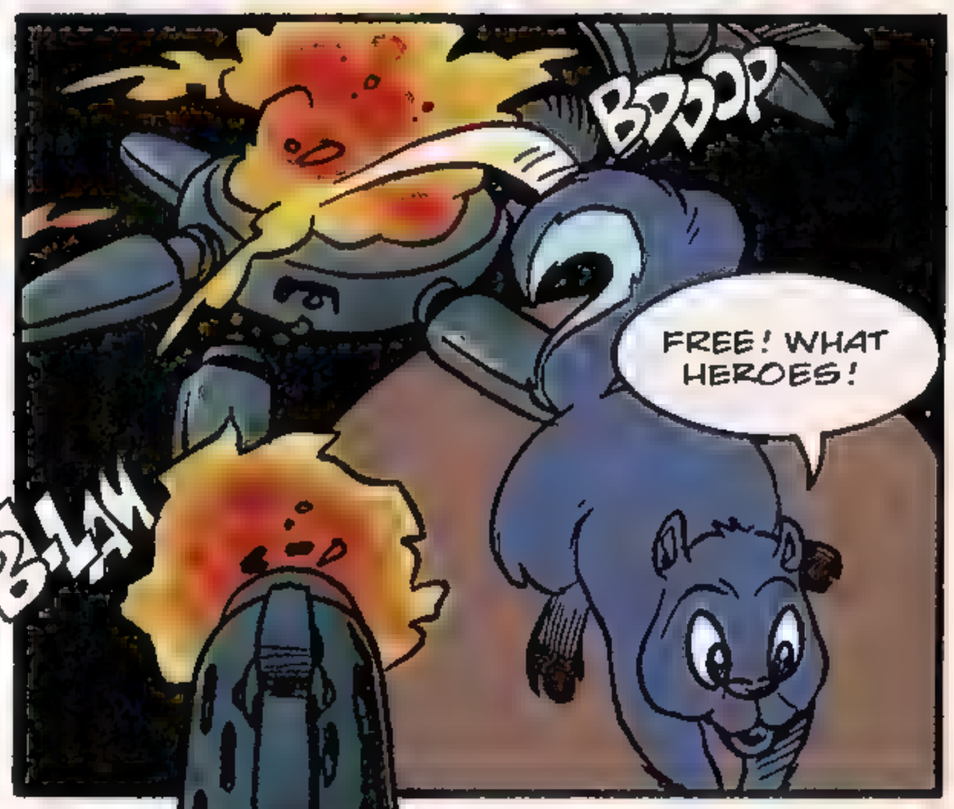
DOOR OPEN.

FIZZZZ

LOOK OUT! A BOMB!


BDDOOM!


A SPINY BADNIK! I'LL TAKE CARE OF IT!


BDOOP
FREE! WHAT HEROES!
BLAM

SECONDS LATER...
THAT FLOATER WILL TAKE US TO THE BARRIER.

COME ON ZONERUNNER. YOU'RE NOT SCARED OF HEIGHTS, ARE YOU?
NO. THAT'S ONE THING I'M NOT SCARED OF.
HERE I COME- OOPS!
ZONE- RUNNER!

WHAT A TRAGIC WASTE... THAT BRAVE ZONE-RUNNER...

WHAT BRAVE ZONE-RUNNER?

WHA-? HOW?

LOOK OUT!

HELP!

I CAN'T MOVE IT. WHAT WOULD SONIC DO?

I CAN'T HOLD ON MUCH LONGER.

RESET STABILIZERS

TAILS ACCIDENTALLY PRESSES A BUTTON ON THE SIDE OF THE FLOATER.

RESET STABILIZERS

CLICK

BZZZZZ

THE FLOATER RIGHTS ITSELF.

ARE YOU OK?

YOU SAVED US! WE'RE IN YOUR DEBT, ZONE-RUNNER.

BUT I DIDN'T DO ANYTHING! IT JUST SUDDENLY TILTED BACK. I...

NONSENSE! I'VE NEVER MET SUCH A HUMBLE ZONE-RUNNER. THEY'RE USUALLY SO SMART AND FULL OF *ATTITUDE*- BUT YOU'RE REALLY *DIFFERENT!*

THE FLOCK FINALLY REACH THE BARRIER.

TO THE BREACH MY FRIENDS AND CLOSE THE BARRIER UP WITH DEAD ROBOTS!

ATTACK!

I WAS EXPECTING YOU TO TURN UP HERE, SAB, BUT YOU'RE NOT GOING TO STOP ME OPENING THE BARRIER AND RELEASING THE MEGAMACK.

LOOK, MIGHTY NUTZAN BOLT, IT'S THE FOX WHO BROKE INTO THE CONTROL ROOM.

DREAM ON, NUTZAN. THIS TIME WE FINISH YOU OFF FOR GOOD.

USE THE SECURITY DROIDS TO DEAL WITH THE FLOCK, TESS, BUT LEAVE THE *INTERFERING FOX* TO ME.

OH DEAR, I THINK THAT ROBOT'S ANNOYED WITH ME.

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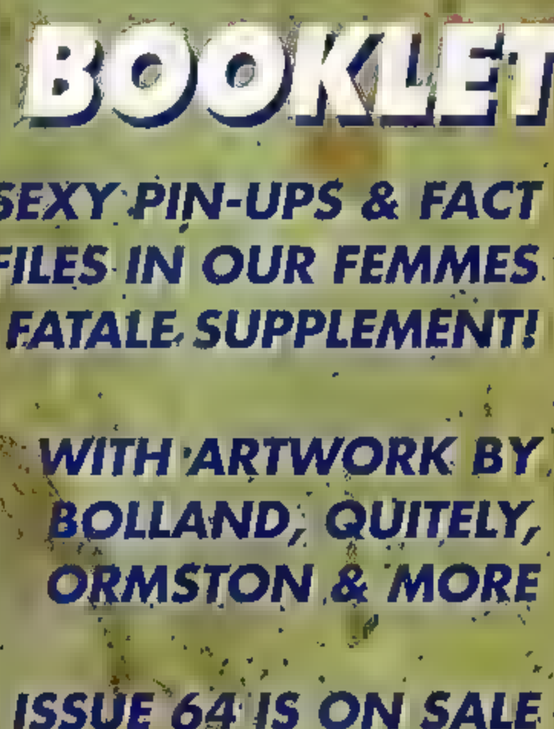


MEET MEAN MACHINE'S SON IN JUDGE DREDD MEGAZINE 64

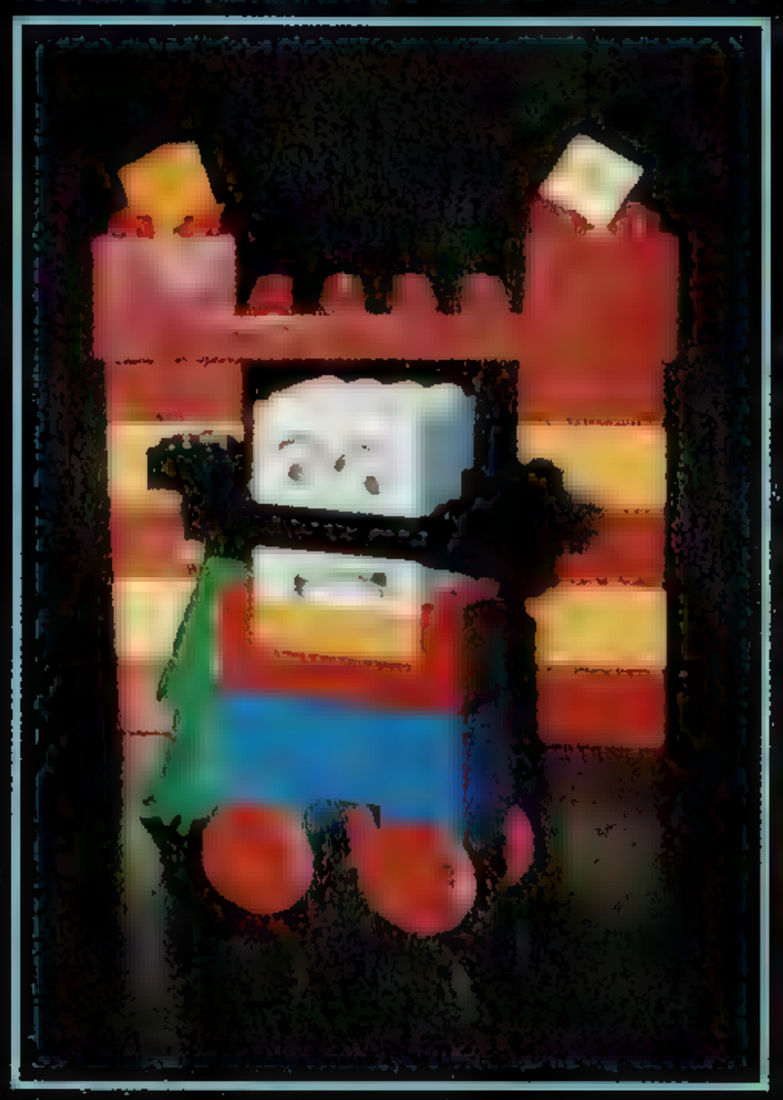
Photo Zone

It's not just humes who want in on *STC's* Photo Zone! The talented Boomers behind the lego bricks will each receive an original, classic *STC* badge, originally seen in issue 2.

Iishia & Vincent Evans, Farnborough, Hants. ↑
Sonic Badge Winner.

Antony Chiappinelli, Banbury, Oxon.
Sonic Badge Winner.

James & Tom Barker, Gt Yarmouth, Norfolk. MD owners.
Sonic Badge Winner. ↓



Darren Wass, Hinckley, Leics.
MD owner.
Sonic Badge Winner. ↓

Edward Powley, Colne, Lancs.
MD owner.
Sonic Badge Winner. ↓

Q Zone

Q Zone's **Sonic 3** Mega Drive solution concludes its in-depth coverage on the *h-u-g-e-s-t* Sonic The Hedgehog game. Vincent Low guides you through the final stage of the latest and greatest Sonic adventure yet.

SONIC Solved

SONIC 3

MD

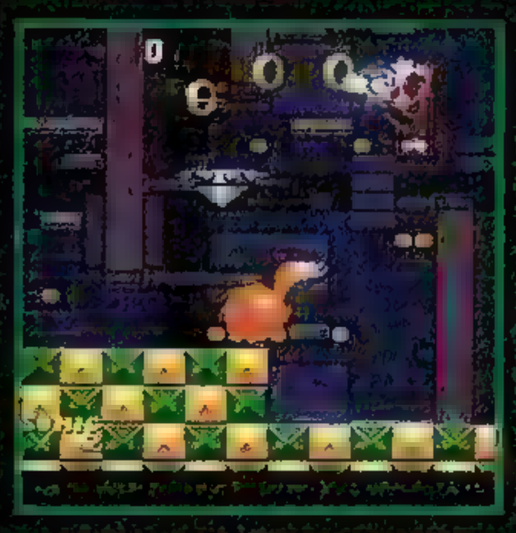
PART 4 - THE BOSSES CONT'D

CARNIVAL NIGHT

ACT 1

SELF D-STUCT MACHINE

This dude is quite tough to beat if you don't keep your wits about you. All you have to do is get it to destroy itself!



- As the D-Struct Machine drops in from above stand to the left of it.
- As the blade separates from the body and flies up, try to keep as close as possible to the main body. The only way to beat it is to get the blade to ram the main body when it is open and extended.
- After four hits it explodes and you drop down to the next act!
- At the bottom you can leap up and bounce on the end-of-act marker to rack up your score!

ACT 2

DOCTOR ROBOTNIK'S ENERGY SHIP

- Robotnik will enter from the upper right in his ship.
- He will drop a ball from his ship, which you have to avoid. Robotnik will position his ship over it creating an energy charge which sucks Sonic in!
- Push hard in the opposite direction and jump to avoid being pulled in. The suction will stop and Robotnik will descend to pick up the ball. Here's your chance!

- Quickly leap up and ram his ship. When he has collected the ball you can still ram him, watch out as he'll drop the ball again soon after.
- When the ball has stopped moving you can ram him again quickly, then move away to avoid the energy vortex.
- Repeat the above moves until you have hit him eight times. His ship will explode and go off to the right. You can follow him and release Sonic's friends again.

ICECAP ZONE

ACT 1

ICEBALL

This frigid droid will suck up ice balls which it uses to encircle itself with. Keep Sonic over to the right and wait for it to drop go to the upper left corner and then back to the right above him. When the ice balls fly up, jump and ram the badnik as quickly as possible. The ice balls will drop from above - avoid them!

- Keep to the far right and the process will repeat with the ice balls being drawn in from under Sonic to circle the droid. It will move to the upper left corner. Pause, then dash across to the left underneath. Wait until the ice balls have gone - then ram it.
- After five hits Iceball will explode and you can hit the end-of-act marker for those crucial extra points.

ACT 2

DOCTOR ROBOTNIK'S FREEZE-O-MATIC

- Robotnik will drop in from the upper right in his latest contraption.
- Move Sonic left and wait for Robotnik to start moving towards you. As he approaches, an icy spray will blast out from underneath and left of his machine.
- Leap onto the platform under his ship and ram him quickly, then leap off it.
- Wait for Robotnik to fire off an icy spray straight down from under his ship, then leap onto the platform and ram him again. If Sonic gets caught in the spray he'll be frozen into an ice block and loose his rings.
- If you keep calm and choose your moment carefully you can take Robotnik out quite easily.

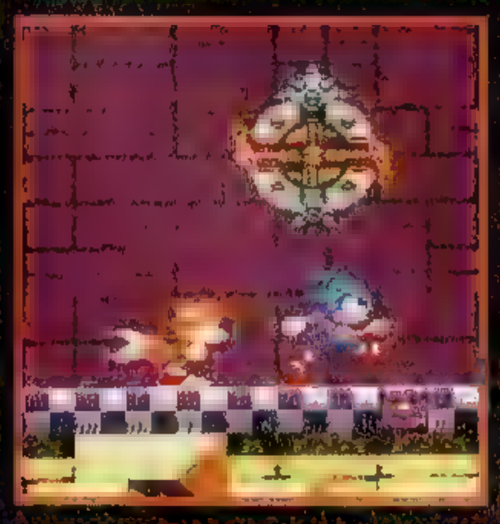
- Wait for the moment he fires a spray from directly under his ship and you will have an excellent chance of getting in a quick hit against him.
- Once the Freeze-O-Matic explodes head right and hit the button to release Sonic's pals from captivity!

LAUNCH BASE

ACT 1

SWING'M SPIKEZ

This mace-swinging badnik has to be the easiest one to beat - if you know how!



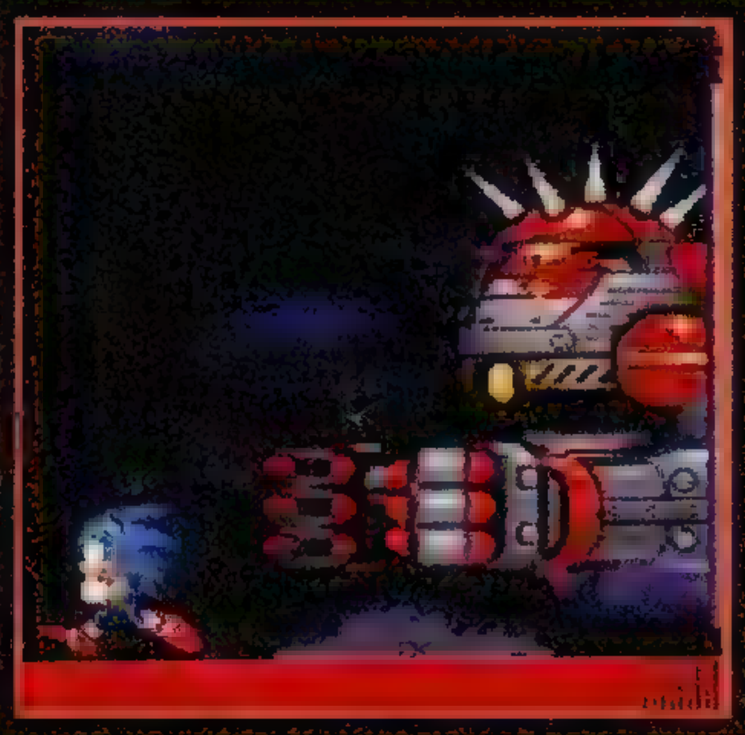
- Position Sonic in the middle of the screen under the centre block from which the droid drops. Stay in position, do not move left or right as it descends.
- Wait for its rotating arms to move out of the way and ensure the spike isn't directly over you before you leap Sonic straight up to ram it. Keep jumping up to ram it when its arms are out of the way. You can do this at will as long as you don't move left or right!
- After six hits it will explode and its time to rack up the points as the end-of-act marker descends!

ACT 2

DOCTOR ROBOTNIK'S FINAL CHALLENGE

This is it ... the final showdown with ol' Egg Breath! However, this is the most difficult battle yet as Robotnik unleashes not one, but three diabolical new devices. Stay alert!

- Robotnik appears upper right in his ship. It raises itself up on three giant legs and releases a ledge from below. A huge metal ball is fired from the wall.
- To beat him you have to leap off the ledge and ram Robotnik whilst avoiding the ball; the problem is that the ball launches at different heights and at random, so you're left guessing!
- The best technique is to bite the bullet and jump on the ledge and keep ramming Robotnik's craft as quickly as possible. After eight hits it will explode.
- Go right to find one of Robotnik's old Egg-O-Matics. Climb in and it takes off flying Sonic to the right. Knuckles appears in front of you standing on top of a tower. He is toppled off his perch and Sonic continues to fly right until he meets up with Robotnik once again!
- This time Robotnik has a deadly new triple-stage craft. He rises up from the right firing lasers at Sonic. Ram his ship five times to blow it up before he drops down again!
- Ram him another four times and he explodes to reappear for the 'umpteenth' time!
- This time he pilots his most dangerous craft yet! Watch out for the giant mechanical hands that can grab Sonic and take his rings.
- You have to hit him eight times to beat him and reach the end sequence, assuming of course that you collected all seven Chaos Emeralds.
- The moves are really tough and unforgiving here. However, practice will see you through.



- Robotnik's spiked machine will attack in three ways so strike back as follows to be sure of a hit.
- When it goes left and right above Sonic it will swoop down the centre of the screen. Wait in the middle of the screen then position Sonic in the last third of the right side of the screen. As Robotnik descends, leap up and hit the ship, then leap left and right over its deadly spikes.
- If he comes in from the right or left, get to the centre or last third of the left or right of the screen. As he enters leap right/left and hit his ship.
- Your timing must be *spot on* to make contact with the right part of the ship - you'll soon see what is meant!
- If all goes well you're then treated to the end-of-game sequence. Congratulations!

It's the end of *STC*'s mammoth ***Sonic 3*** solution, but even more detail and more pics can be found in **The Official Sonic 3 Play Guide** from Titan Books. *STC* has 50 of them to give away, free! Full details elsewhere in this issue.

Decap Attack

WHO KILLED CHUCK?

PART 4

SCRIPT & ART:
NIGEL KITCHING

LETTERING:
STEVE POTTER.

DETECTIVE CASE IS HUNTING DOWN CHUCK WHO HE SUSPECTS OF MURDERING A DOUBLE GLAZING SALESMAN.

YOU CAN'T GET AWAY, *MURDERER!*

K...KEEP RUNNING, CHUCK!

DON'T WORRY, HEAD, WE'RE GOING TO THE CASTLE DUNGEONS... HE'LL *NEVER* FIND HIS WAY AROUND THERE!

HE'S HEADING FOR THE DUNGEONS! *QUICK*, THIS WAY!

THIS IS THE MOST FUN I'VE HAD SINCE I [CENSORED] WITH A RUSTY [CENSORED] AND THEN HIT HIM WITH THE SOGGY END!*

*BELIEVE ME BOOMERS, YOU DON'T WANT TO KNOW: YUCK!-MEGADROID.

DANDELION... DROMEDARY... *RATS* I'LL NEVER GUESS THAT 'D'!*

I...I DON'T BELIEVE IT! IGOR'S HELPING THAT COP!

DON'T WORRY, IGOR'S GOING TO GET WHAT'S COMING!

*THIS IS A GAG FOR FANS OF THE FIRST DECAP ATTACK SERIES... EVERYONE ELSE, FORGET IT. –MEGADROID.

NOW WE'VE GOT THEM! THIS IS A *DEAD END!*

YOU'VE KNOWN CHUCK ALL HIS LIFE, YET YOU BETRAYED HIM WITHOUT A SECOND THOUGHT...

SO?

THIS PART OF THE CASTLE CLOSED FOR ESSENTIAL REPAIRS. SORRY.

I JUST WONDERED, HAVE YOU EVER CONSIDERED A JOB IN THE *POLICE FORCE?*

CHUCK! WHAT ARE YOU DOING?

SORRY, HEAD, IT'S THE ONLY WAY!

ACTUALLY, IT'S PROBABLY NOT THE ONLY WAY BUT IT'S THE MOST *FUN!*

WWWAIT!

KLONK!

YOU SHOULD HAVE AIMED AT ME, *I'VE* GOT THE GUN!

SQUK!

GOOD POINT...

ALL RIGHT *COPPER*, YOU GOT ME! BUT DO YOU HAVE THE GUTS TO TAKE ME ON, MAN TO MONSTER?

BOP!

BIP!

NOPE, I'M JUST GOING TO SHOOT YOU!

YOU DON'T *SCARE ME!* IT'LL TAKE MORE THAN *BULLETS* TO STOP ME!

ACTUALLY, BULLETS SHOULD DO JUST THAT...

SHADDAP!

I DON'T BELIEVE IT! YOUR TOUGH TALKING *WORKED*, LOOK AT HIM.

AAAHaa AAAA

THERE'S SOMETHING SCREWY GOING ON HERE...

MAYBE NOW I'LL GET INTO *'SCARY MONSTERS MONTHLY'!*

UH CHUCK, I THINK THERE MIGHT BE *ANOTHER* REASON HE RAN...

GET OUT OF IT! I WAS *FEAR-SOME!*

NEXT: *BEHIND YOU!*

SPEEDLINES

Sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize! Megadroid regrets that drawings cannot be returned or correspondence entered into.

Prizes should be despatched within approximately 28 days of publication of your drawing or letter. If you haven't received your prize after that time, please contact the Tomy Care Line direct on the number listed below.

Sonic the Trekkie ...

Danny McNeil, Chertsey, Surrey. GG & MD owner. Sonic Water Fun Game Winner.

*Rax from **Eternal Champions**! See the new **Champs** series in this issue ...*

Adam Robertson, Aberdeen. GG & MD owner. Sonic Water Fun Game Winner.

Techno Sonic

Dear Megadroid,

In your opinion which system do you think is the best for quality and value for money? The Multi-Mega or the Saturn? I'd also like to know whether there's going to be a **Sonic 4**? If so, will Ray or Mighty from the arcade game be in it?

Sui May Lo, Norwich, Norfolk. Sonic Water Fun Game Winner.

At the moment Sui, just the Multi-Mega is on sale. However, if you're thinking of buying Sega's hippest item - a combined Mega-CD and Mega Drive in one, start adding to your piggy bank as the price is in excess of £300! As for Sonic 4, give Sega a chance, Sonic & Knuckles has only just been released.

Straight Talk

Dear Megadroid,

Why on earth do you use the world 'hume' instead of 'human?'.

Richard Smith, Biggin Hill, Kent. MD owner. Sonic Water Fun Game Winner.

Because I prefer to shorten my wor...

Sight For Sore Eyes

Dear STC,

I think the new look Doctor Robotnik is ABSOLUTELY STUNNINGLY EGGSTERMINATIVE to the eyes! I advise everybody who is reading this to do themselves a favour - don't take a second look!

Jessica Tong, Epsom, Surrey. MS/MD/MCD owner. Sonic Water Fun Game Winner.

There's no harm in looking, Jess.

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.

NEXT ISSUE...

HAUNTING HALLOWEEN ISSUE!

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WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 37 OF STC?

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